

PASSION

The pursuit of the next great idea and the most effective method of executing it.

STRENGTHS

- Experience leading the creative vision while also balancing team feedback and executive direction
- Strong ability to work both individually and in a team setting
- Effective communicator, both written and oral with the ability to work effectively in a stressed environment
- Experience in traditional, casual *and* online development methods, tools and processes
- Strong summarization skills, providing the crucial transition from brainstorm to solid execution
- Diverse understanding of presentation, story telling and narration through various facets of user experience
- 6 shipped titles, 3 projects in a design role, 2 full development cycles on as many as 4 platforms at once

EMPLOYMENT

Freelance Lead Designer 01 2009–Present
Clients include Planet Moon Studios, Justastic Interactive and Club One, Inc. · Services include consulting · User Experience · System design · Level design · Prototyping · Content design · Document & Presentations · Script writing · Commercial writing · Concept art · Test case authoring · QA relations · IP development · Recruiting · Camera work Storyboards & Animatics · Branding, identity & style · Platforms include Console, Online, iPhone.

Page 44 Studios Game Designer 05 2006–12 2008
Co-designed a patented gameplay mechanic · Supervised game levels for level designers · Personally worked on UI design, system design, tools design, environment concept and design, character animation systems, scripting and behavior, gameplay mechanics, progression, character editor, designs for all SKUs, voice over (writing and recording) and others · Worked closely with a gameplay engineering team of 4 · Helped establish a design team from the ground up · Led a young design team in shipping its first licensed title on time.

Electronic Arts Development Tester 05 2005–05 2006
Worked on-site as a liaison between EARS QA dept. and Page 44 Studios · Was given lead responsibilities
Provided production-related feedback · Assisted new hires with QA systems and procedures.

Freelance Graphic Designer 09 2004–05 2005
Provided clientele with graphic design and story art · Print design · Storyboards · Animatics · Video editing · Foley.

GBG, Inc. & ITInc. Graphic Designer 11 1998–08 2004
5+ years of graphic design and marketing material · Managed a team of 3 · Web & Print design · Branding & logos.

EDUCATION

Academy of Art San Francisco, Ca. 01 2000–05 2004
Received Bachelor of Fine Arts, Computer Art with Emphasis in New Media.

SOFTWARE

Adobe Creative Suite	Maya, 3DS Max	Agile & Scrum development
Source Hammer Editor	Data Scripting	MS Word & Excel
Dragon Age Toolset	Flash + ActionScript	Mac & Windows environments

PROJECTS

Unannounced Adventure Game

04 2010–07 2010 Planet Moon Studios
Lead Designer Nintendo DS

Unannounced iPhone Game

01 2010–Present Justastic Interactive
Designer & Artist iPhone App · Word Game

Unannounced Online Social Game IP

10 2009–Present Club One, Inc.
Creative Consultant Facebook, Flash

A+ Super Clichés

09 2009–Present Justastic Interactive
Lead Artist iPhone App · Education & Entertainment

Andromeda Klein

08 2009–09 2009 Jus Guerrilla Films
Camera, Assoc. Producer Music Video/Book Trailer

Suprise

05 2009–06 2009 Jus Guerrilla Films
Camera, Assoc. Producer Short Film

Hannah Montana: Rock Out the Show

09 2008–11 2008 Page 44 Studios, Disney Interactive Studios
Design Support Shipped on: PlayStation Portable

High School Musical 3: Senior Year: Dance!

08 2007–08 2008 Page 44 Studios, Disney Interactive Studios
Lead Designer Shipped on: Wii, XBox 360, PlayStation 2, PC

Tony Hawk's Proving Ground

11 2006–08 2007 Page 44 Studios, Neversoft, Activision
Lead Designer Shipped on: Wii, PlayStation 2

Tony Hawk: Project 8

05 2006–09 2006 Page 44 Studios, Neversoft, Activision
Junior Artist Shipped on: PlayStation Portable

Roles held for unfinished projects

UX Designer, Prototype Designer, Writer, Concept Artist

ACCOMPLISHMENTS

Patented Gameplay Mechanic

11 2008 Disney Interactive Studios
Co-designer Featured in: Wii, XBox 360, Playstation 2, PC versions

The 13 Basic Principles of Gameplay Design

February 27, 2009 Gamasutra.com
Writer Featured article